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20 Questions With Lin Yeh

SUPER MARIO ODYSSEY

wolfenstein II
THE NEW COLOSSUS

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ALL ACCESS

The Latest Albums Reviewed

Your Savior

Written by Silas Valentino

Ten albums in and 23 years after his debut, Marilyn Manson is having a second-coming of the antichrist.

Goth and industrial metal's Alice Cooper's latest is a cinematic nightmare underscored by political dread. It's also his second collaboration with guitarist, producer and overall instrumental madman Tyler Bates. This seasoned film composer–whose resume includes creating the haunting sounds to 2004's *Dawn of the Dead*, 2007's *Halloween* and 2008's *The Day the Earth Stood Still* (not to mention the explosive *Guardians of the Galaxy*)–exhibit Bates's ability to recalculate horror without losing the tongue-in-cheek silliness. A perfect match for an infamous front man who once told everyone he removed two of his ribs so that he could autofellatio.

Manson's command of his brooding brand and Bates's heavy metal late-night prowls were first united in 2015's *The Pale Emperor*, the band's most successful record in a decade. The two musicians continue to massage each other's demons across *Heaven Upside Down*, the band's tenth album. It's a clean, 10-cut rock record that unfurls track-by-track like scenes in a Rob Zombie horror remake; a narration done with the upmost intent, as Manson (née Brian Hugh Warner) explained in Rolling Stone magazine last month:

"Now, when I make a record, I want it to be like a movie," he said. "When you see or hear this song, it's like a scene in a movie, and if you accomplish that scene well, you're going to want to see the next scene, see what happens next. I think I got that from seeing Bowie early on."

So what's the story, morning gory?

Album opener "Revelation 12" provides us with an, believe it or not, ominous scene. Bates crafts thrash with sheer-cut guitar riffs packed tight against Gil Sharone's relentless drumming while Manson tells of a town, with no firemen, burning as they "paint the town red with the blood of the tourists." Possibly an intense allegory for the current state of affairs for the band's home country or maybe this Halloween town is a reference point for us to reflect our woes in an attempt to gain perspective. We might be in the throes of national apathy but at least our tourists can keep their vital fluids.

"WE KNOW WHERE YOU FUCKING LIVE", the album's lead single, was released on September 11 this year and no political rock is left un rattled. "Let's make something clear/We're all recording this as it happens" Mason begins, condemning our camera phone culture that interprets reality through a dehumanized lens. "So what's a nice place like this doing 'round people like us?" he continues, lamenting the failure in America's supposed great experiment. Over placid verses and violent choruses, "WE KNOW WHERE YOU FUCKING LIVE" dispels an old American myth–that destiny has manifested solely for us and this pursuit offsets the horrific means we use to get there–and leaves us in a condition where "They won't even recognize your corpse."

The album's most accessible moment is its title track, a climax, if you will, to this cinematic thriller. Using an acoustic guitar and even a verse comprised of only sugarcoated "ah ah ohs", "Heaven Upside Down" could infiltrate a pop rock radio station to allow Manson to broadcast a blaring siren to his countrymen. "And I tried to look inside you/I ended up looking through you/Now, you try to tell me/You're not a ghost" Manson opines.

If art reflects society, then in its own demented way Marilyn Manson is the face of a country looking into the mirror, spooked by its reflection.

Artist: Marilyn Manson
Album: Heaven Upside Down
Website: marilynmanson.com

★★★★★

Label: Loma Vista Recordings
Release-Date: October 6, 2017

OL' DIRTY BASTARD

To Infinity

Written by Silas Valentino

You know it, I know it; Wu-Tang is *forever*. The Staten Island ennead–who in 1993 produced simultaneously one of the best debuts and overall greatest hip-hop LPs ever–mastered the straddle between longevity and legacy. Wu-Tang could easily call it quits any day now and their influence would remain undisputed (heck, they could have gone out with a flash bomb when their 2015 double album *Once Upon a Time in Shaolin* was sold to one person and one conniving capitalist only: "Pharma Bro" Martin Shkreli) but no–Wu-Tang have a few more before they hit the door.

As made sonically evident in their latest, *The Saga Continues*, also the collective's fourth compilation album, Wu-Tang are embracing their mid-life adventures with throwback production in their beats and relevant wit coating their lyrics. Eight of the nine Wu-Tang Clan constituents are represented throughout this 18-track, slow-burning odyssey with member U-God absent due to the lawsuit he brought against his comrades last year over royalties. His truancy nominally classifies *The Saga Continues* as a Wu-Tang–hold the "Clan"–experience. Why can't it be all so simple?

Beyond hawking numerous lyrical shots at Shkreli–who not only purchased their album for $2 million but then used snippets of its unheard mystery to soundtrack his video gushing over the Donald John Trump presidential victory–*The Saga Continues* keeps things perky and pertinent by serving as a showcase for Allah Mathematics, a Queens beatmaker who produced the entire album with RZA keeping ransk as executive producer. Mathematics is an established Deejay (he also drew the classic Wu-Tang Clan logo) who's worked with Wu-Tang plenty of times in the past but through his guidance, the rest of clan sound their best in years. When speaking to Beats 1, RZA explained that Mathematics's mastery of beat production recall an early-day Wu-Tang where drum and bass reign supreme (not to mention a finesse with an ASR-10 sampling keyboard) and he was reinvigorating for the RZA and the group. It's this continuation of a classic Wu-Tang sound that earns the album its name.

Although blotted at times across its 18 numbers, a majority of the album's tracklist satisfies. "Lesson Learn'd" pairs up Inspectah Deck and Redman to welcome us to their latest cartoonish episode where INS begins with a nod to all-time classic verse ("I said one, two, three and to the fo'"–lean back, Snoop) before reestablishing his authority on the mic: "Hater, wouldn't last a day in my shoes/You know very well, bet he swell, you can tell he jeal'/My price hiking like the pills Martin Shkreli sell."

Later, on the mid-album highlight "Pearl Harbor," Ghostface Killah, Method Man, RZA invite the since-deceased Brooklyn legend Sean Price who lights up the track with his carnivore candor: "Yo, you ever been face-fucked with a four-fifth?/Sweating, facial expression is stressing like 'oh shit.'" The beat features East Coast staples: chest-pounding rhythm, horn section plush and a little bit of soul but it's the playful lyrics that mark the track. During the song's hook, Ghostface goes "A bunch of ho-ho-hoes wanna ride with me" and then receives a genuine callback of "Go Santa!" It's 2017 and Wu-Tang just gave a shout-out to Old Saint Nick in an effort to edge out Run-D.M.C. for the best hip-hop Christmas moment.

In a closing moment of somber exposition, *The Saga Continues* winds down with the spoken-word "Message" from author and professor Kaba Hiawatha Kamene. He details the plight of a fatherless child who enters the world ill prepared but Kamene demands we fight to get these lost ones back. "But we as adults, get to buy them back. I'm ready to compete with anybody for our young people's minds. And what we have to is change the paradigm of how we're interacting with them, deal with them from a heartfelt place where they can understand."

It may seem boldly idealistic or obnoxiously altruistic but Wu-Tang are, and will forever be, a mentor for the mislaid and the damned.

Artist: Wu-Tang ★★★★½
Album: The Saga Continues **Label: eOne**
Website: wutang-corp.com **Release Date: October 13, 2017**

ALL ACCESS
SPOTLIGHT

Written by Samuel Wendel

facebook.com/Beck

Beck, *Colors*

A chronic experimenter, Beck has always had a restless streak as an artist. The result is an enigmatic catalogue featuring hit singles, oddball classics like *Odelay* and sneaky good late career efforts like *The Information*. It also features the occasional dud. True to form, Beck's newest album *Colors* finds him tinkering with new sounds. He's pretty much abandoned the slow, contemplative atmosphere of his last album, 2014's Grammy-winning *Morning Phase*. Instead, on *Colors*, Beck explores the latest and greatest pop sounds. It's an album full of bright and uplifting hooks, powered by electro-pop flourishes and hip-hop beats. An adept musical shapeshifter, Beck seems to transition into the pop genre with ease–although some songs, like "Wow" or "I'm so Free," test his limits. He isn't the first Nineties alt-rock hitmaker to go this route, but unlike some of those peers (see Coldplay) Beck's pop indulgence mostly succeeds. Still, some of Beck's most endearing quirks get lost in the shuffle, drowned out by the stadium rattling beats and choruses. Ultimately, it's a big and bold experiment from a notorious experimenter. Standout tracks include "Up All Night" and "Dear Life."

facebook.com/GucciMane

Gucci Mane, *Mr. Davis*

Gucci Mane has been making up for lost time since getting out of prison last year. The Atlanta rap veteran has now dropped four albums in little more than a year. His latest is *Mr. Davis*, his 11th studio album overall. True to his recent steady output, it's a workmanlike album that finds Gucci Mane riding a steady groove. Overall, it's a solid and accessible album that's brimming with catchy beats. And, it's worth a listen just for the guest appearances alone. *Mr. Davis* is a star-studded affair, with The Weeknd, Migos, Nicki Minaj, Schoolboy Q, Ty Dolla ign, AAP Rocky, Chris Brown, Big Sean and others all making cameos. However, A-list appearances aside, ultimately *Mr. Davis* doesn't bring much new to the table. The lyrics on the album mostly traverse tried and true subject matter for Gucci Mane—which isn't all that surprising considering his prodigious output of late. But he's clearly having a good time, and the album mostly shines due to his sincere positivity. Plus, the guest appearances keep things interesting. Standout tracks include lead single "I Get The Bag," "Changed" and "Lil Story."

facebook.com/St.Vincent

St. Vincent, *MASSUDECTION*

After years of toiling away as one of art rock's most exciting torchbearers, St. Vincent appears ready to take her sound mainstream. *MASSUDECTION*, the newest album from St. Vincent (real name Annie Clark), is an outright pop album. Luckily, if anyone has the chops to leap from art rock to pop excess, it's Clark. If anything, her powers seem to be growing. Everything sounds big and sleek and buzzes with energy (perhaps that feeling is helped along by her choice in song titles, i.e. "New York"). *MASSUDECTION* is packed full of soaring choruses and majestic synths. To clarify, dreamy choruses and synths were also present in St. Vincent's older work, but they used to take a backseat to funky guitar freakouts. Now, St. Vincent's pop sensibilities have taken center stage. Still, just when it seems the St. Vincent of old has left the building, Clark comes back with a brief blast of squealing guitar to break the spell (like a guitar squall that pops up on "Pills", a jarring interruption in an otherwise delirious, freewheeling pop song). Standout tracks include "Los Ageless," "New York" and "Happy Birthday, Johnny," the last of which is presumably a callback to one of St. Vincent's best tracks of old, "Prince Johnny."

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20 QUESTIONS

Get To Know Your Cover Model

Lin Yeh

Photography by Andrew Gates
Make-up & hair by Nicolette Melland

Lin Yeh is a gorgeous Salvadorian and Taiwanese mix. She's comes to us from Los Angeles, California and started her modeling career participating in local beauty pageants. She never thought of becoming a model, but after participating in her first beauty contest, she was convinced that this was her future. Lin grew up as a complete "tomboy," but beauty pageants allowed her to transform. These pageants gave her the opportunity to learn how to walk in heels, provided different make-up techniques, and allowed her to feel sexy. After only her third competition, Lin was crowned Miss Inspiration 2014-2015. Her current goals are to make a name for herself in the import car scene and has hopes of competing in the national beauty pageant, *Miss Asia USA* representing Taiwan. We've got high hopes for this girl, since she is not only a gorgeous girl with a killer personality, she also loves to work on cars, is this the unicorn you're momma told you about.?

20 QUESTIONS

Your Cover Model Cont'd

20 QUESTIONS

Your Cover Model Cont'd

20 QUESTIONS

1.What's your Ethnicity?
I'm proud to be a Salvadorian and Taiwanese mix.

2.What's your zodiac sign?
I am an emotional and sensitive Pisces who sees the good in everything.

3.Where are you from originally?
I'm originally from El Pulgarcito de Centro-America, El Salvador.

4.What did you like most about growing up in San Salvador?
What I enjoyed the most about growing up in ES was the warmth of the good people, and having good food on almost every corner every afternoon.

5.What kind of mischief did you get into while growing up?
I remember when I was about seven years old I would put on my mom's perfumes on instead of my own because I wanted to smell like a woman and not a little girl. My mom always wondered why her perfumes didn't last until she caught me trying to feel all grown up and beautiful. [Laugh]

6.If you could have a super power, what would it be and why?
I would like to have healing powers because my heart hurts when I see people suffer or in pain.

7.What's your favorite hobby and why?
My favorite hobby is to learn about auto mechanics, and work on my own project car, currently a 370z.

8.What's your guilty pleasure?
Shoes. I love shoes, especially stilettos. I feel like a little girl when I go shoe shopping. Every time I wear my stilettos I automatically feel sexy and beautiful and I feel as if I were walking on a runway.

9.Who do you admire and why?
I'd rather skip this question.

10.If you could change one thing in the world what would it be and why?
If I could change one thing in the world, it would be hunger. No one should ever feel hungry. Everyone should have decent meals.

11.What's one of your personal goals?
It would be awesome to open up my own auto shop so that I can be surrounded by air guns and exhaust sounds all the time. Also, so that I can get dirty working on cars sometimes and to be a pretty boss when I feel like it.

12.What do guys compliment you on the most?
What guys compliment the most about me is between my small bubble butt and my dreamy eyes. I guess it's due to my ethnic mixture. Guys are attracted to my Asian look and/ or my Latin figure.

13.What's your favorite body part on yourself?
My favorite part of my body is my booty. For some reason I am obsessed with booties and that is the reason I am into fitness now. I work out as much as I can to build a round and tight butt. [wink]

14.What do you look for in a guy?
The ideal guy for me has to be tall, so that I can wear heels and be pretty all the time. He has to have a great sense of humor, someone who can be my best friend, my partner in crime and someone I can look up to at the same time. He must be sweet, romantic and sensitive without losing his manliness. Someone who makes me feel protected without having my wings tied up. He must be an open minded person who is outgoing and someone I can share my passion for cars with.

15.What's the first thing you notice about a guy?
The very first things are his eyes but that's all first impression.

16.What's your ideal first date?
Feed me and I will be happy. Two of the my best dates have been, first; in a parking lot in his car talking until 3am (no back seat stuff and after dinner of course) and second, a walk on the beach at sunset and dinner afterward. Make it meaningful with deep talks, if you can connect with me, that would make it a great first date.

17.What turns you on?
A manly cologne that makes me melt.

18.What turns you off?
A person with a cocky self-centered personality, poor conversational skills, and a "riced out" car.

19.What's your biggest pet peeve?
Dirty cars, especially the inside. I am not getting into your car if it is dirty and messy.

20.Who's your celebrity crush?
I don't have one at this time. **RM**

20 QUESTIONS

Your Cover Model Cont'd

20 QUESTIONS

Your Cover Model Cont'd

"My favorite part of my body is my booty."

STATS:

Birthday:	**March 2**
Height:	**5'4"**
Weight:	**105lb**
Measurements:	**34B-24-34**

See more of Lin at
instagram.com/MissLinYeh

GAME ON

The Latest Games Reviewed

Return To Glory

Written by Joshua David Anderson

In the history of video games, there is no character as important, as recognizable, or as influential as Mario. The italian plumber from Nintendo is one of the most well known characters ever created, and the amount of games Mario appears in is staggering. However, there is still a difference between a Mario game where he plays tennis or teaches you typing and what is considered a “mainline” Mario game. There is an importance to a Mario release that surpases others. In the case of Super Mario Odyssey, there is even more riding on the game due to the fact that it is the first Mario game released for the Switch, Nintendo’s newest game console.

Nintendo’s first party always seems to be able to get the most out of their tech and Super Mario Odyssey is certainly a great looking game. Despite being on lesser hardware than their competitors, you get the feeling Odyssey looks exactly like it is supposed to. Mario looks fantastic, with little details like textures on his overalls and details on his mustache. The world also looks great, with bright vibrant colors being used liberally, and interesting architecture making the most of the Switch hardware. A huge amount of the magic of Odyssey comes from the fantastic art style, with characters being expressive and detailed without having to be photorealistic. This also allows the Switch to deliver smooth performance, with Mario rarely running around at less than 60 frames per second.

The smooth performance helps to make the gameplay feel even better. Controlling Mario feels great, very familiar to anyone who has played prior 3D Mario platformers. Tons of old moves from Super Mario 64, like triple jumping and long jumps, show up here feeling right in place. Alongside those old mainstays are new moves, liking diving in mid air and rolling up in a ball and somersaulting all over the world. Additionally, Mario has a new attack this time around, throwing a magic hat named Cappy at his enemies. For smaller foes, this will kill them outright, but for larger enemies, Cappy will attach to their head and allow Mario to possess the creature, giving you new moves or abilities. All these moves feel like Mario moves, and they all contribute to helping you explore the worlds of Odyssey.

And explore those worlds you will, as Super Mario Odyssey is a return to the open world design of Super Mario 64 or Super Mario Sunshine. There are over a dozen “kingdoms” in the game, usually following a theme, like the Lake Kingdom, Sand Kingdom, or Snow Kingdom. Each of these areas are open to run around in, their size not being too big to be overwhelming, but densely filled with things to do and stuff to find. The main goal of the game is to find Power Moons, which upgrade your spaceship, allow you to visit other kingdoms, and unlock new items to purchase in shops. This design is where Odyssey absolutely shines, with the game rewarding you almost constantly for anything you do. If you see something in the game that seems interesting or hard to get to or even just neat looking, chances are you will find something there. In all, Odyssey feels incredible and satisfying to play and explore.

It almost seems a bit boring to proclaim “Nintendo has done it again with Mario,” but it is the truth. Nintendo has crafted another masterpiece Mario game for their new console. Super Mario Odyssey absolutely sits up with the pantheon of other Mario platformers, being quite a bit better than most and arguably giving the top contenders in the series a run for their gold coins. Odyssey brings all the charm and whimsy of the old NES Mario titles, the exploration of 64 and Sunshine, and adds some new things never seen before. Add in being the first huge Mario game that can be taken with you on the go and you have an incredible title. Super Mario Odyssey is a must buy for any Switch owner, and Mario fans especially.

Game Title: Super Mario Odyssey
Producer: Nintendo
Platform: Switch
Website: supermario.com

★★★★★
Ratings: E10+
Genre: Platformer
Release Date: October 27, 2017

NEW
SUPER
MARIO
ODYSSEY

wolfenstein II
THE NEW COLOSSUS

Die, Nazi Scum

Written by Jesse Seilhan

Nazis have always been the easiest villains. Backed by generations of real-life monsters, their ranks of funny hats and thick accents filled video game screens for decades until the fear wore off and people got tired of "old" warfare. A generation of modern military shooters took their place, swapping swastikas with Russian, Chinese, and nondescript Arabic symbols until everything old became new again and Nazis came back into vogue. 2014's Wolfenstein reboot was the perfect game for that moment, granting disembodied head B.J. Blazkowicz an alternate history where the Germans bombed the United States, the Nazis won the war, and he & his rag tag group of rebels had to fight the power. That game was marvelous, bringing the genre back to its roots while pushing storytelling and character development forward. With The New Colossus, MachineGames has topped themselves, executing a dark middle chapter in what may end up being the best trilogy in gaming's history.

Getting the subpar out of the way early, Wolfenstein feels a bit sluggish. The shooting isn't as sharp as the Doom reboot or the myriad of modern shooters across the various eras and realities. Combat can become a slog as enemies seem to pinpoint their shots while you are cycling through weapons, leading to frequent deaths and frustratingly long loading screens. Luckily, the weapons are fun to shoot, the grenades wipe out entire rooms quickly, and the heavy weapons can eviscerate an enemy in a microsecond. Even lowering the difficulty can provide a stiff challenge, but each cutscene is worth pushing through as the stakes constantly get raised as the over-the-top story goes places no other game has ever dared.

To call this game bold is an insult, as BJ and his gang go to insane places on an hourly basis. It's both a touching personal story about a father and son, a husband and wife, and a patriot and his country, as well as a bombastic adventure that takes you to the depths of the ocean and the far edges of space. Along the way you will meet two-ton walking robots, countless waves of mecha dogs, and, finally, Adolf Hitler. While the third game will host the final meeting between BJ and the Fuhrer, his cameo in this game is one of the most memorable and insane scenes in modern gaming. Frau Engel, the first game's antagonist, is back with an even meaner streak, but she can't hold a candle to her boss. The depths to which the enemies in this game will go to rile you up are unparalleled.

The game's structure remains pretty much the same, with long missions that blend both stealth and combat until you hit the big red button and leave the level. Along the way you'll use a range of devastating weapons and a few contraptions, new to the series. One lets you slink under low passageways to sneak around, a harness allows you to reach high areas and rain hell from above, while a tough chestpiece and shoulder pads makes smashing through barriers (and any enemy stupid enough to get in your way) possible. Only one is available initially, but side-missions open up later in the game that let you revisit old war zones and acquire the pieces you passed up.

To detail the ways in which this game passes its predecessor would be to spoil all the fun. Each mission ends with a bang, each new character adds a wrinkle to the fun, and nearly all of the dialogue is acted perfectly and powerfully. This game goes places, in every sense of the word. Games like Call of Duty, Battlefield, and Destiny aren't even in the same universe as this gem. While playing the first game might help establish the canon, the recap at the beginning of the game helps set the table so newcomers can feel welcome. It's a hard M, it gets away with a lot, but it pulls it all off with such craft that you can't help but applaud their effort and tenacity by the end of the 15+ hour adventure. This game is not for the weak at heart, but if you've ever loved playing a game that pushes boundaries while drawing you in, you must play Wolfenstein II this year and leave the other holiday releases on the shelf.

Game Title: Wolfenstein II: The New Colossus ★★★★½
Producer: Bethesda Softworks
Ratings: Mature
Platform: PS4, PC, Xbox One
Genre: First-Person Shooter
Website: wolfenstein.bethesda.net
Release Date: October 28, 2017

GAME ON SPOTLIGHT

Written by Jesse Seilhan

Star Wars Battlefront II

In a galaxy far, far away, EA has built a system of loot boxes for you to open. Seriously, this game is shaping up a little rough, but if it plays like the original, it may end up selling another dozen million copies or so. This sequel features way more than the original: more planets, more characters, more weapons, and a single-player campaign. It's short, about four hours long, but the multiplayer is infinitely replayable which may be required to unlock some of the more powerful hero and villain characters. When you unlock them, the game really opens up, as swinging a lightsaber or using a force push is 100x more fun than shooting a blaster and dying within a few seconds of spawning. Still, the presentation looks top notch and the authentic sounds of the Star Wars universe cannot be beat. Give it a shot this November!

Call of Duty: WWII

We're storming Normandy again this November, as Call of Duty heads back to its roots with World War II as it's background. Activision and Sledgehammer are doing the Band of Brothers thing again, telling the story of men fighting for their lives against a never-ceasing enemy. They did update some of the weapons to not make them so sluggish, but the audio design does recapture that devastating war with a crisp fidelity. The new Headquarters social area lets you run around with others before joining a Deathmatch or War skirmish, as well as dropping physical loot boxes on the beach for you to open and modify your loadouts with. We'll have to see how it plays, but without turbo boosting jets and the super powers found in the most recent Calls of Duty, this might be a regression too far.

Okami HD

We haven't begun scraping the barrel of HD remasters just yet, which means some standouts from the previous generations are getting their time back in the sunlight. Take Okami, a game that is beloved by those smart enough to play it back in 2006 on the PlayStation 2. You play as Amaterasu, a wolf that traverses through various aspects of Japanese folklore and history while painting and looking beautiful in its cel-shaded artstyle. Swapping between the original format and widescreen is possible in this release, as is using the Move controller on PS4 to replicate the brush, much like the Wii version did when it was released on that console. It's not the game your friends raved about a decade ago, as they were probably busy playing the best-selling AAA games, but for anyone that missed this hidden gem, be sure not to make that mistake again this December.

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